

Instructions

page 2 : Singleplayer stuff

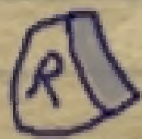
page 3 : Controller Setup

page 4 : The Pig Farm

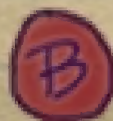
page 5 : Fighting Enemies

page 6 : The Meat Grinder

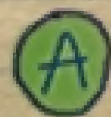
page 7 : Camera Forge !!



Zoom



Back

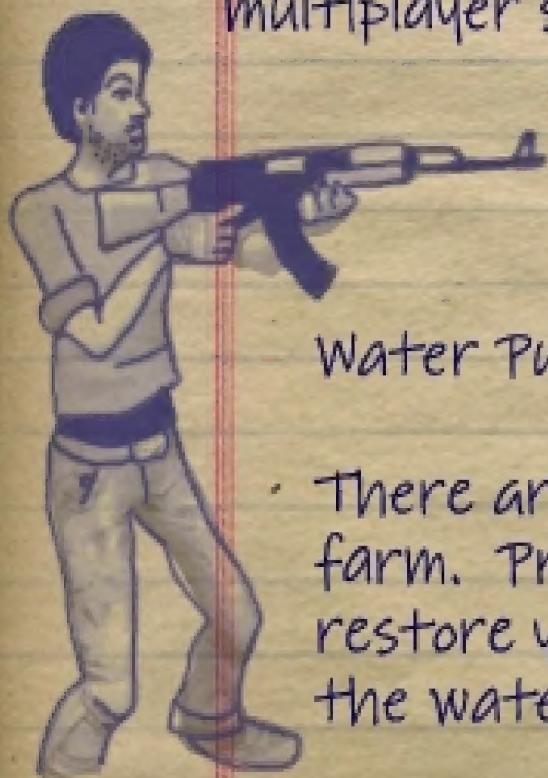


Next

The Wallet

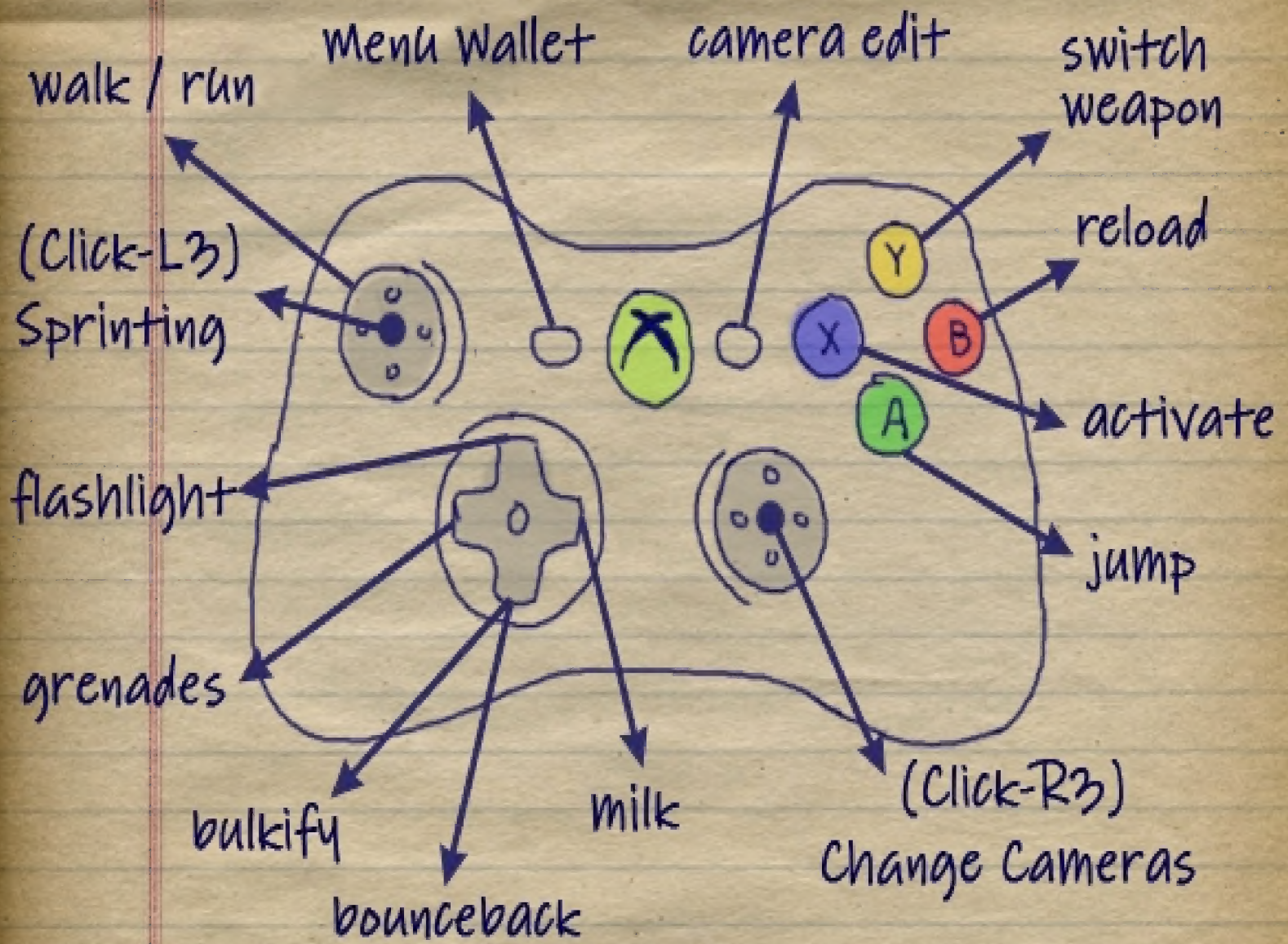
While in game, pressing the "Select" button (opposite the Start button) will open up a side menu. This is your wallet containing your badge, current level, and lots of options to control your game settings.

Check the Badge !!
Your Last Saved Day is shown here, this is your rank that allows multiplayer saves.



Water Pumps

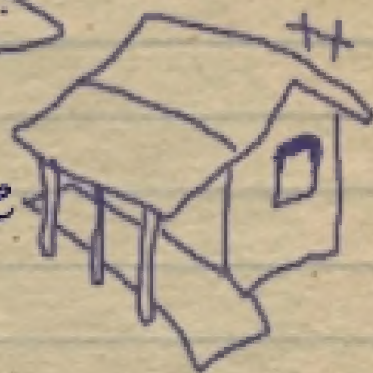
- There are two water pumps located on the farm. Press the hand crank to drink water and restore your health. A new day will replenish the water supply to both pumps.





The Pig Farm :

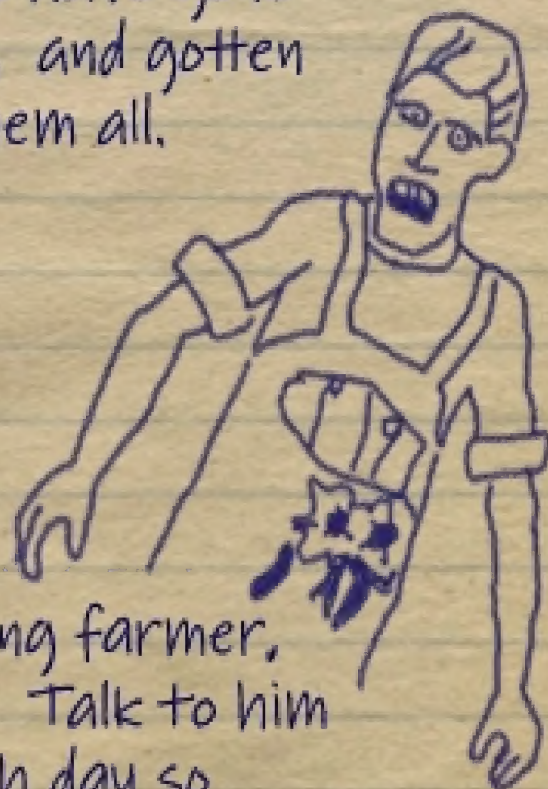
You're a cop and dispatch has sent you to a creepy pig farm somewhere in Canada. Go figure it out.



You soon discover the animals have gone berzerk, destroyed the silos, and gotten into the grain supply. Kill them all.

The Farmer :

Safe, inside the Barn is a dying farmer, pitchforked to a bloody wall. Talk to him he will guide you through each day so you can survive. He will open the barn door when you have killed all the creatures.





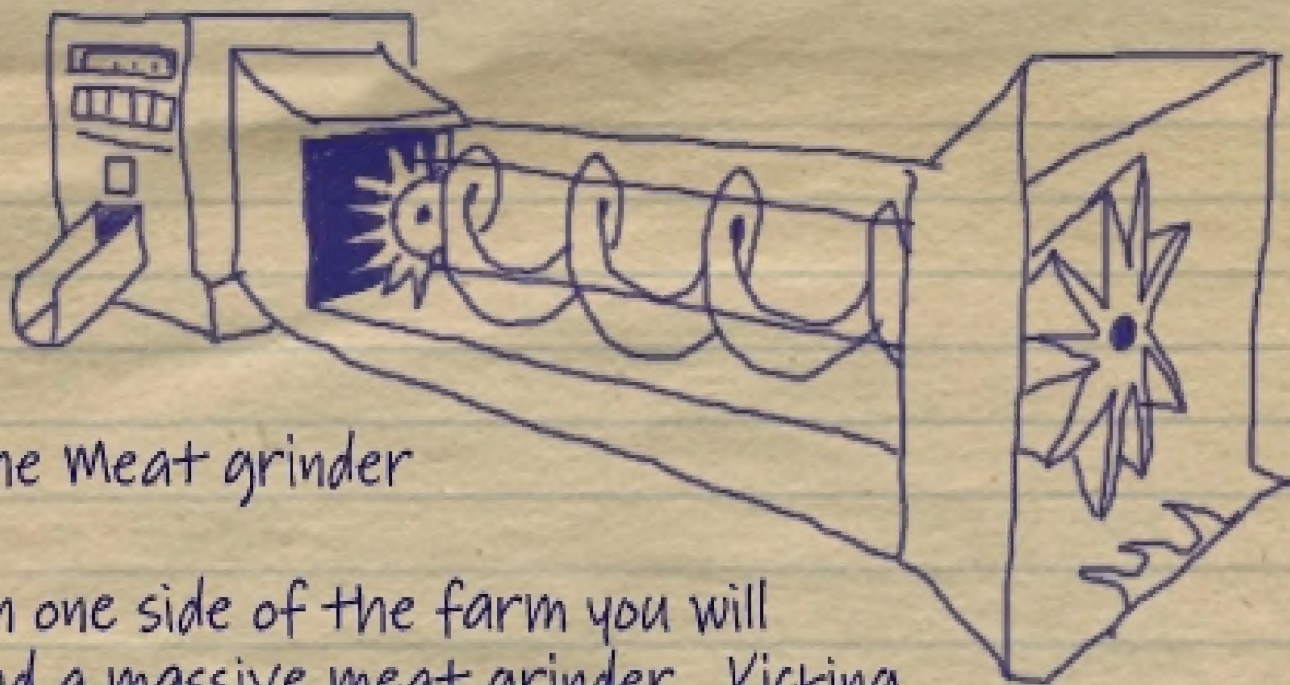
Fighting the Enemies

Shooting your weapons at different parts of the body will produce cool results. Headshots can rip their heads off, and shooting them in the ass will sometimes make them explode.

Melee and Grenades

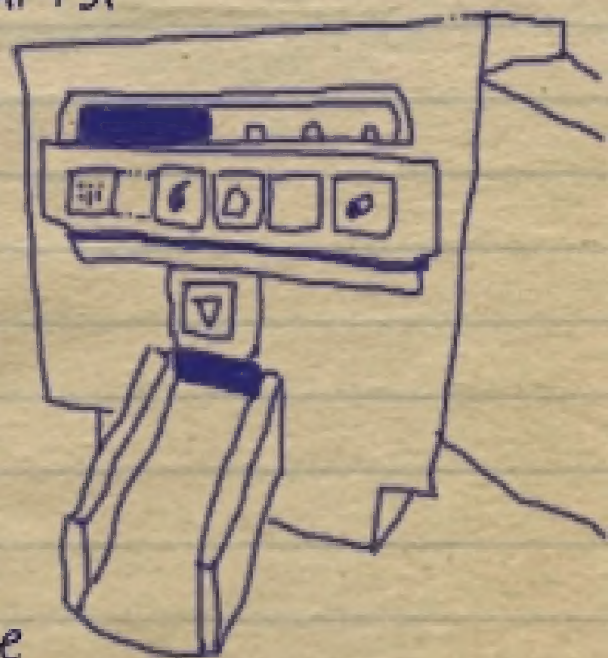
Pressing the Left-Trigger to Melee can stun oncoming enemies temporarily. Right-Trigger Grenades can blow up 5 enemies at once. TAP the Right-Trigger to do a SPECIAL instant-drop!





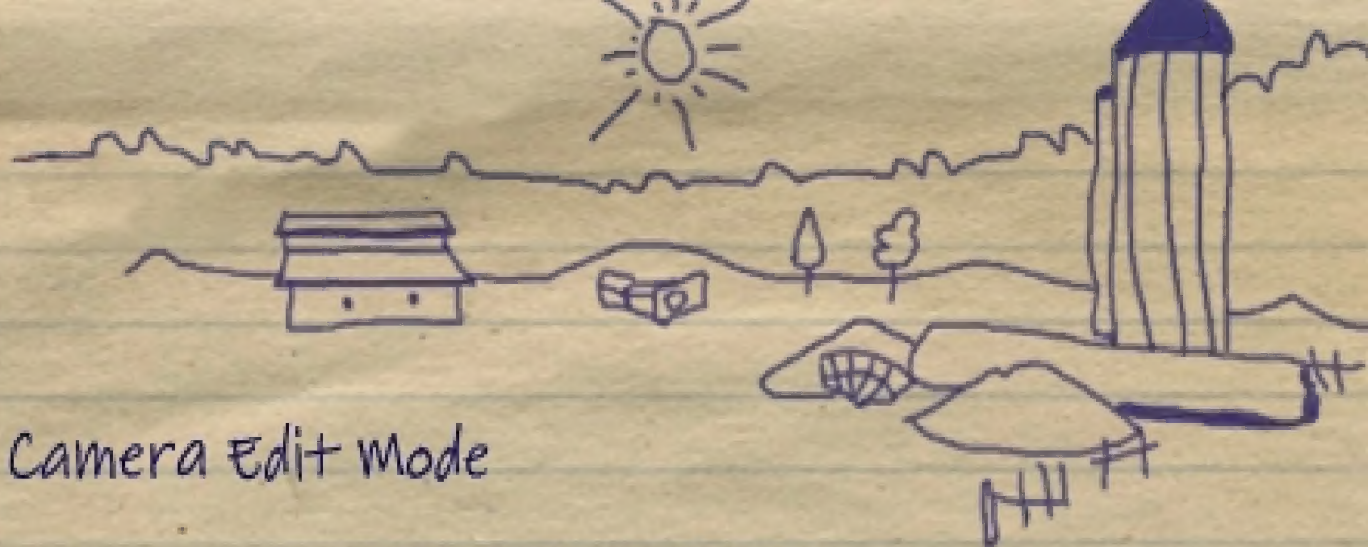
The Meat grinder

On one side of the farm you will find a massive meat grinder. Kicking a pig part into the front end and hitting the BLADE will turn it on... it will suck in and grind up any nearby parts.



It Runs on Blood

Once enough parts have been grinded you can then shoot the buttons on the vending interface to dispense cool pickup items. More will become available each day you survive.



Camera Edit Mode

Pressing the START button allows you to EDIT your 2 extra camera views. Clicking the Right-Stick toggles Camera 1, Camera 2 or Camera 3. You can design top-down view, iron-sights, side-view or whatever you like.

To EDIT a camera (you can't edit the 1st person camera) choose Camera 2 or Camera 3. Next press the START button to edit that selected camera.

The Left+Right triggers elevate up and down, Left-Stick moves the camera, and Right-Stick will turn the camera. Fly the camera around, and Press "A" to save that camera, Press "B" to cancel... press "X" to cycle through some prebuilt camera positions.

KEYBOARD and MOUSE

open wallet :	ESC
fire gun/use :	LMB
melee :	RMB
aim/look :	MOUSE
forward:	W
backward :	S
strafe left :	A
strafe right :	D
run :	Left Shift
reload :	R
flashlight :	F
jump :	SPACEBAR
interact :	X
switch weapon :	Q
pickups :	1,2,3,4
camera views :	F1, F2, F3
